

Learning Goals:

By the end of this game, players will be able to:

- Understand ICS and general command structure.
- Identify their roles and responsibilities when filling an ICS role.
- Describe how they should work with other roles within the ICS.
- Contribute to ICS decision making.
- Prioritize actions based on mission objectives.
- Generate data for ICS forms.
- Recommend to PH staff how to integrate with other agencies under unified or joint command.

Game objectives:

- Complete mission objectives and maintain control of the response meters.

How do we achieve this?

Work together to solve problems and discuss appropriate actions before time runs out.

Gameplay

Game will be played over 3 rounds. Prior to the first round, players will make some decisions to determine bonuses during gameplay.

General Set up:

- All cards
 - Shuffle situation
 - Sort Problem
 - Shuffle main objs and player objs
 - Shuffle tactics and draw 5
- All boards
- Timer to finance
- Form to planning
- All tokens
 - Place tokens on response tracker
 - Place AP on boards
 - Provide starting resources and staff to ops
 - Funds to finance
 - Die on table
 - Place comms, meeple, resources in piles

Phase	Description	Players
Pre-Game Setup (Initial Planning)	<ul style="list-style-type: none">• Assign players to ICS.• Players review JAS and set up their boards and corresponding pieces.• Planning reads initial briefing card.• IC leads players through developing “plan” by organizing the 9 plan tiles into 3 rows.• After the plan is formed, bonuses are gained.	
Phase 1 (Strategy)	<u>Develop Plans and Objectives</u> <ul style="list-style-type: none">• Planning reads <i>round scenario card</i>. Players refresh their AP.• IC draws 2 <i>Main Objective cards</i>, selects one and discards the other. IC hands card to Planning. Planning places on <i>Planning board</i>.	

	<ul style="list-style-type: none"> • (Round 1 only) Planning writes down each player objective on <i>Planning Sheet</i>. • IC reviews plan and may rearrange up to 3 <i>Planning Tiles</i> to gain additional bonuses. Used bonuses are turned over. 	
	Before moving to the Strategy Meeting, Planning draws and reads out loud <i>Status Update card</i> . IC has 1 minute to make decision and resolve.	
	Strategy Meeting <ul style="list-style-type: none"> • Planning draws round <i>Problem cards</i>, reads them out loud and places in center of table. • IC prioritizes <i>problem cards</i> by placing <i>Priority Markers</i>. Cards must be resolved in the order IC demands. 	
Phase 2 (Tactics)	Prepare Tactics <ul style="list-style-type: none"> • Ops performs player actions to assign <i>Tactics cards</i> to <i>Problem cards</i>. • IC may perform player actions to assist with <i>Problem cards</i>. • Finance starts 2-minute timer for urgent update. • Planning will flip over <i>Problem cards</i> not assigned tactics when Finance announces, "Urgent Update". • Finance starts another 2-minute timer for phase end. 	
	Before moving to the Tactics Meeting, Planning draws and reads out loud <i>Status Update card</i> . IC has 1 minute to make decision and resolve.	
	Tactics Meeting <ul style="list-style-type: none"> • Ops discusses assigned <i>Tactics cards</i> with staff. • Ops places currently available <i>staff</i> and <i>resources</i> on <i>Tactics</i>. • Planning notes Needed staff and resources. Planning uses <i>ICS form</i> to note <i>Tactics cards</i> assigned to each <i>Problem card</i> and the status of that problem. 	
Phase 3 (Planning)	Prepare Planning <ul style="list-style-type: none"> • Logistics and Finance work together by performing their player actions to gather and gain resources/staff. 	
	Before moving to the Planning Meeting, Planning draws and reads out loud <i>Status Update card</i> . IC has 1 minute to make decision and resolve.	
	Planning Meeting <ul style="list-style-type: none"> • Log and \$\$ present gained resources to team. • IC may spend 1 AP to roll die for additional resources. Each roll is 1 AP. 	
Phase 4 (Operations)	IAP Prep and Approval <ul style="list-style-type: none"> • Planning finalizes content on <i>ICS/Planning form</i>. • IC reviews content. 	
	Ops Briefing and Plan Execution <ul style="list-style-type: none"> • Ops assigns newly acquired <i>staff</i> and <i>resources</i> to remaining <i>Tactics</i>. • Planning resolves <i>Problem cards</i> and removes all items from <i>play area</i>. • IC updates <i>Response Tracker</i>. • Planning checks <i>mission objectives</i> to determine if any have been achieved. • Planning reviews top 2 <i>status update</i> cards. They may place one at the bottom of the deck, then place the other back on top. • Planning may tell staff what statuses might be coming. 	

Game End (Demobilization)	<ul style="list-style-type: none"> • Flip over all objectives and review ICS 201. • Determine if objectives have been met. 	
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Responsibilities

- IC
 - Some actions
 - Deciding actions for Scenario updates
 - Directing staff to meet hidden objectives
 - Prioritizing response activities
- Logistics
 - Getting resources and staff to make available to ops
- Ops
 - Assigning resources and staff to specific actions
 - Tactics
- Planning
 - Tracking actions on form
 - Drawing and reading scenario updates and problem cards
 - Handling pieces in center of table
- Finance
 - Paying for things
 - Timekeeping

Initial response – Instructions for game play (video or IC briefs team). Player roles are assigned. Players get their mats/starting resources. If Role not available, then IC takes on that role. (15 min)

L is the Lead, X is active role, -NA is no action

Phase	IC	Ops	Log	Plan	Finance	Time (minutes)		Status update/Flip
Develop Plan/Objectives	L	X	X	X	X	4/2	6	status
Strategy Meeting (problem cards)	X	X	NA	L	NA	2		
Prepare Tactics	X	L	-	X	-	4	6	2 min Flip/4 unresolved status
Tactics Mtg	X	L	X	X	X	2/3		
Prepare Planning	-	X	L	X	L	3/5	6	Status card
Planning Mtg	L	X	L	X	L	3		
IAP Prep and Approval	L	X	X	L	X	2	6	IC spend AP to resolve 1?
Op Briefing	X	L	X	X	X	3/5		status
Execute Plan	X	L	X	L	X	3		
Demob	X	X	X	L	X	3		

Problem Cards

1. Call center/messaging

The call center and nearby hospitals have noted a rise in concerns related to winter weather related issues such as Frostbite... **Several Calls Concerning Frostbite, Hypothermia and CO Poisoning (Messaging)**

Requirements

Keyword

- a. Resources
 - i. 2 staff
 - ii. IC – spend token for Messaging??
 - b. Same resources just major bad
 - i. – assisted
 - ii.
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- 2. Delay in Routine PH Services
 - a. Requirements
Keyword
 - b. Resources
 - i. 2 Resource cube
 - ii. Van?
 - iii. 2 staff
 - c. +2 cube
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- 3. Medical Supplies for Medically Vulnerable
 - a. Resources
 - i. 3 resource cubes
 - ii. Van
 - iii. 1 staff
-
- 4. Power Outage at Hospital
 - a. Resources
 - i. Building
 - ii. 2 staff
 - iii. Coordination action
-
- 5. Shelters and Warming centers
 - a. Resources
 - i. 2 staff
 - ii. 1 resource
 - iii. building

Rnd 3

- 1. Follow Up Care at Shelters
 - a. Resource
 - i. 1 staff
 - ii. 1 coordination
- 2. Potential Rise in Respiratory Viruses
 - a. Resource
 - i. 1 staff

- ii. Communication
- 3. Mandatory Vaccine Clinics
 - a. Resource
 - i. Building
 - ii. Van
 - iii. 2 staff
 - iv. 2 Resources
- 4. Exacerbation of Chronic Illnesses
 - a. Resources
 - i. Staff
 - ii. Resource
 - iii. Van
 - iv. Coordination
- 5. Cascading Disasters on Socially Vulnerable Communities (equitable response need)
 - a. Resource
 - i. Staff
 - ii. 3 Resource
 - iii. Coordination
 - iv. Comms

Coordination and comms are actions – not resources will need token to keep track

Players

IC

- Communicate
- Disseminate
- Coordinate
- Adapt – change plan around
- No action points but makes decisions on situation cards (choose a or b)
- In charge of time keeping
- Monitoring what everyone is doing and providing guidance/game direction
- Prioritizes cards when given more than 1

Logistics

- Recruit
 - Internal
 - MRC/volunteer
- Request
 - EMAC – combo
 - MOU - combo
- Coordinate
 - Trade x for x
- Distribute
 - Place available resources on cards
- Get staff->recruit
- EMAC request anything
- MRC - staff
- Coordinate with EM – anything
- Distribute

Planning

- NO Action points

- Document always
- In charge of updating tracker and reading cards
- Plans will need to routinely update the tracker – from cards and then the response level

Ops

- Analyze
- Support
- **Deploy**
 - Medical
 - Gen Staff
 - Volunteer
- Monitor
- Identify
- Investigate

Finance

- **Allocate**
- **Procure**
- **Pay**
- **Request**
- **Redirect/Reallocate**

Situation updates cards

- Staff member experiencing mental fatigue
- Staff called away to assist with other duties
- Staff Impacted by storm
- Press briefing
- State partner assistance
- Identify areas of most need
- Emergency Funding
- Staff gain
- NGO
- Road Blocked

Planning Tiles

Top gets both, mid gets 1 – their pick, and low gets nothing (Turn over and they are grayed out?)

- ESF 8 – Public health and Medical Services care
 - Bonus - Hospital
 - Bonus - surveillance
- ESF 6 – Mass Care, Housing, and Human Services
 - Bonus - Shelter
 - Bonus - volunteers
- ESF 7 – Logistics and resource support
 - Bonus- Additional AP
 - Bonus – vehicle or resources
- ESF 15 External Affairs
 - Bonus – Extra Comms
 - Bonus – Extra Community engage
- Volunteers
 - Bonus – staff (x)
 - Bonus - building
- Worker safety and health

- Bonus – Ignore 1 card that take out worker
 - Bonus – ignore 1 card that take out worker due to health or safety
- ESF 5 – Information and Planning
 - Bonus – Planning extra AP
 - Bonus – IC share 1 objective
- Staffing and Just in Time Training
 - Bonus – Each player extra AP
 - Bonus – staff (experience)
- Financial Management
 - Bonus – Additional Funds
 - Bonus – Procurements costing more than 1 cost 1 less *

Objective Cards

Main

- **Never let Any icon reach Red**
- Never let People assisted Reach orange
- Never let Response reach orange
- Never let vulnerable pop cards turn over
- End game with People assisted in Green
- Never let public confidence reach orange
- Get People assisted to green during game
- Get Meter to green during round 2

Planning

- Flip less than 2 problem cards in round 1
- Flip less than 4 problem cards during game

Ops

- Use each action at least once
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Log

- Something about proper resources etc
- Always have at least one extra staff and resource

Finance

- Never have waiting for payment at round end
- Support Logistics with acquiring () so many times

ESF 8 PH and Med Services



ESF 6 Mass Care/Housing/Human Service



ESF 7 Logistics and Resources Support



ESF 15 External Affairs



Volunteers



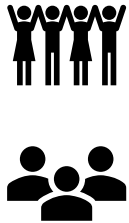
Worker Safety and Health



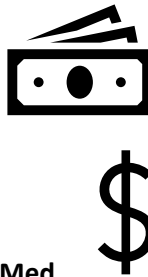
ESF 5 Information and Planning



Staffing and Just in Time Training



Financial Management



Med

Staff Member Experiencing Mental Fatigue

Remove one staff from available staff pile unless plan bonuses say otherwise.



State Partner Assistance

Choose One:

Remove one staff and one resource of any type from available pile.


Logistics is unable to use Request for 1 minute or until end of phase – whichever is first.

Identify Areas of Most Need

Choose One:

People Assisted  -2.

If  orange,

Response  -1.

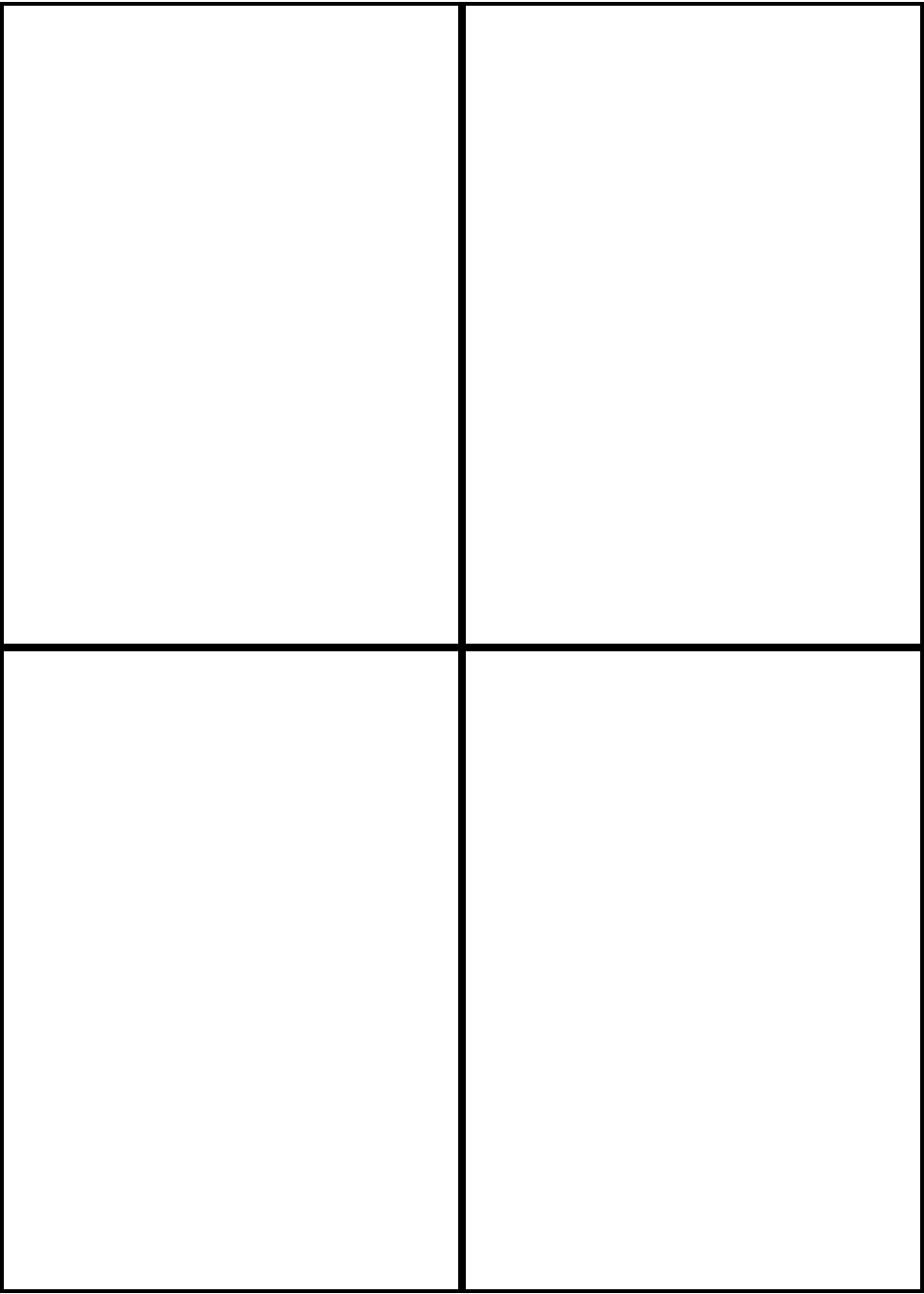
Ops is unable to use any other action until an **Identify** or **Investigate** action is assigned.

Emergency Funding

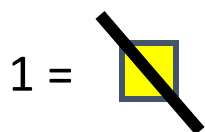
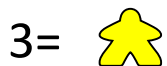
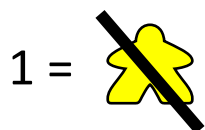
Choose One:

Finance spend 2 AP
gain 3 Funds.

Finance do nothing
Gain No Funds



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Response 



People Assisted 



Public Confidence 



Governmental Approval 

